

# THE GAME

In the year 2079 the Earth lies a blackened wreck, a mere shadow of its former blue and green glory. However this is not due to any major war or alien invasion. It is just the result of neglect and chemical erosion, its people have been decimated by plagues. The few areas of natural beauty that remain are therefore incredibly precious to the remaining people of Earth.

You are a reserve warden, responsible for the maintenance of three of the biggest remaining areas of natural beauty left in the world. Most of your work is routine, even boring, but it is well paid, well respected and safe. The reserves are maintained by aura energy generators, buried deep below the ground. All you had to do was the routine tidying and occasional rounding up of the animals. Or at least that was all you had to do!

Unfortunately the Star Cygnis Alpha has just gone supernova. Now normally this would not interest you much, you were never really keen on astronomy, but even you must admit that it looked very pretty. Unfortunately Cygnis Alpha was the home to the Wavaren, or rather one of the planets that circled it was. They were not best pleased with losing their planet, but they had enough advanced warning to escape, so now they are looking for somewhere new to live. Now this is where it starts to bother you for they seem to have decided that they want to live in your reserve!

## GAMEPLAY

You are responsible for three regions, one forest, one set of oceanic islands and of rocky desert. Each of these is divided into ten areas. The areas are self-contained, they are kept in pristine condition with their own supply of aura energy and zoned off with force fields.

It is your job to clear all the areas of aliens. When you manage to clear an area of aliens it will seal off, and no more aliens will be able to enter it, mind you neither will you. If the aliens succeed in reducing the aura energy of an area to zero then it will die. If you let three areas in any region die you will be terminated, when you have cleared one region of aliens then you will move on to the next.

## ALIENS

There are several types of alien craft. There are individuals, that come at you singly. Squadrons that fly in strict formations. Chains that fly in follow-the-leader patterns. Mother ships, these large craft need to be shot several times, blasting off different bits before they are finally destroyed. Dragons which appear to be similar to the chain robots at first, but only the head can actually be damaged, these need several shots to kill.

## BONUSES

These appear each time you kill a slave dragon. They take the form of a tile that appears where the robot's head exploded. This bears an icon depicting what you will receive if you collide with it. This changes, slowly at first but gradually the speed at which it changes increases. Eventually it explodes. The various bonuses are: more craft power, more area aura energy, blitz bombs, exit level.

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## YOUR CRAFT

You fly a J.O.S. Fighter. You have powerful beam lasers that fire forwards and blitz bombs that explode all aliens on screen. You start with a limited number of these, but can pick up more from bonus files. You need to patrol the ten areas, and make sure that the aliens do not have a free run to destroy any one of them. Do not concentrate on one area, as then the aliens will have no difficulty in destroying the others.

## CONTROLS

You are given the choice between joystick or keyboard control.

Up	Q
Down	A
Left	O
Right	P
Fire	Space
Blitz Bomb	Tab
Pause	Return
Abort game	Esc

Pausing game shows you the region statistics.

BUBBLE ALIEN



25 POINTS

TRIALIEN



25 POINTS

BUBBLY



25 POINTS

SQUARE TRI



25 POINTS

SKULL



25 POINTS

FIGHTER



25 POINTS

SKATER



25 POINTS

EYE BALL



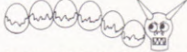
25 POINTS

SPIKEY



25 POINTS

DRAGONS



Dragons come in various shapes, sizes and speeds. You score 25 pts. for each bullet that hits the dragon in the head. When killed it turns into icons, which are as follows.

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## ICONS



There are 5 different icons. Energy, Aura, Bombs, Key, Mystery. Energy replaces Energy Aura – Aura and so on. A key puts you to the next area.

## MOTHERSHIPS



No points are scored for shooting Motherships.



Each take about 10-15 shots to kill.

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## B SIDE: MOLECULE MAN – THE INFERNAL SURVIVAL GAME!

Lost in the middle of an enormous maze, time and radiation are your enemies. Escape via the teleport would be easy, apart from the fact that you need to collect the 16 parts of the circuit first. In this cruel world extra time can be bought with money, however when you find a coin you have to decide whether to buy life pills or the bombs you need to reach certain parts of the maze.

### CONTROLS

Definable at the start of play.

### THE MAZE DESIGNER

A separate program that follows after the game. To load it stops the tape after loading the game, reset the computer and follow the normal loading instructions. You will see a cyan window in the top right hand corner, a yellow window running down the left hand side, a window labelled current, two indicators X and Y and a list of commands. The cyan window displays the locations, you can move the window to display any location, or display all the maze by pressing V.

To edit the maze, you must first select the object you wish to use, press O Space or Fire and move the cursor in the yellow window over the object you require, as not all the objects can be shown at once, move the cursor off the top or bottom of the window to scroll through the other objects. Press O to select. Press E and a cursor then appears in the cyan window, move around the maze, moving off the side of the window to move onto the next location, press fire to place the object. You can change all the objects to the current object by pressing L and restore them by pressing C.

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### LOADING INSTRUCTIONS

Amstrad 464/664 – Press CNTRL and small ENTER

Amstrad 6128 – Type I Tape and press return. Press CNTRL and small ENTER.